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Playing is for grown ups

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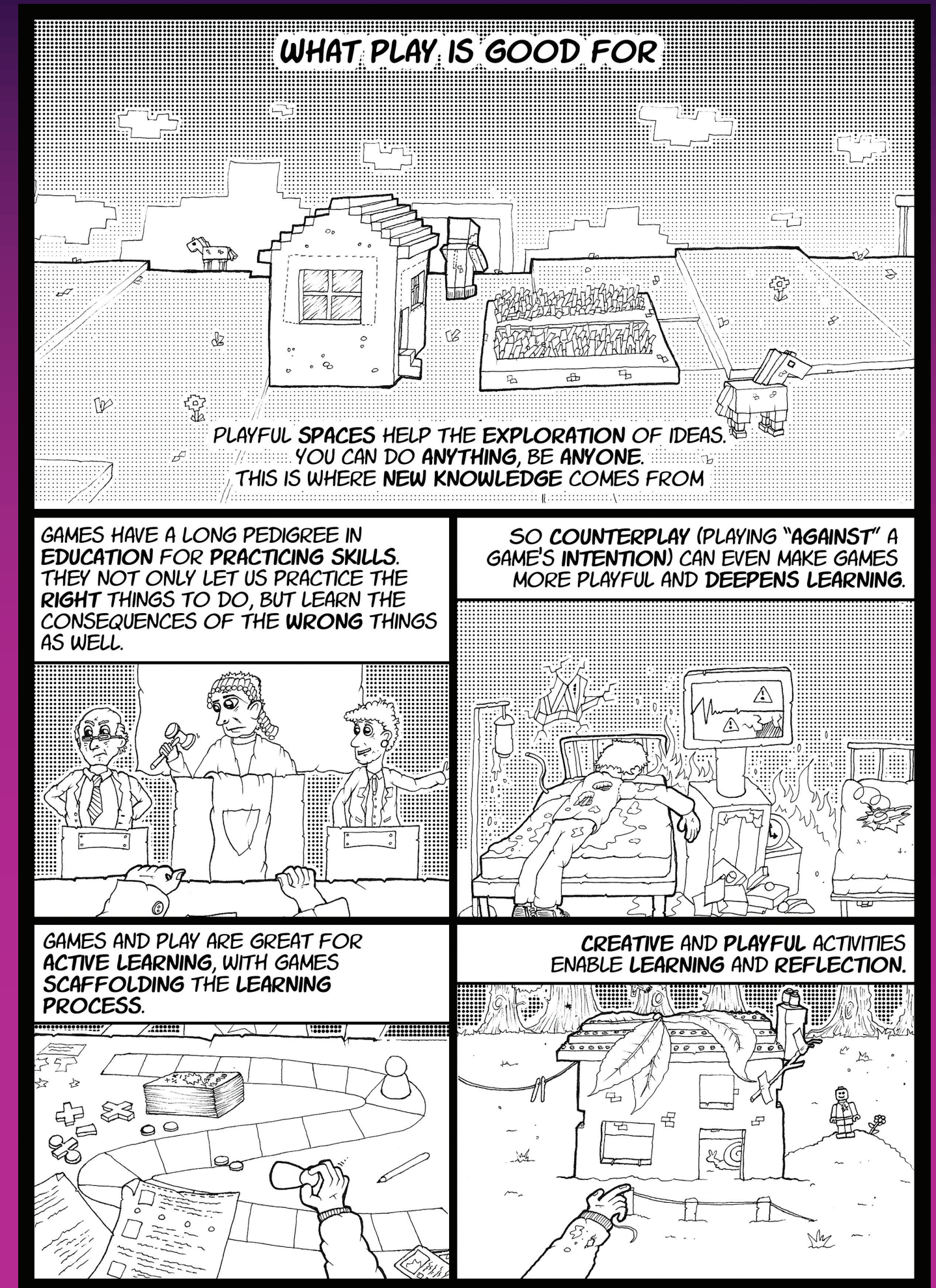
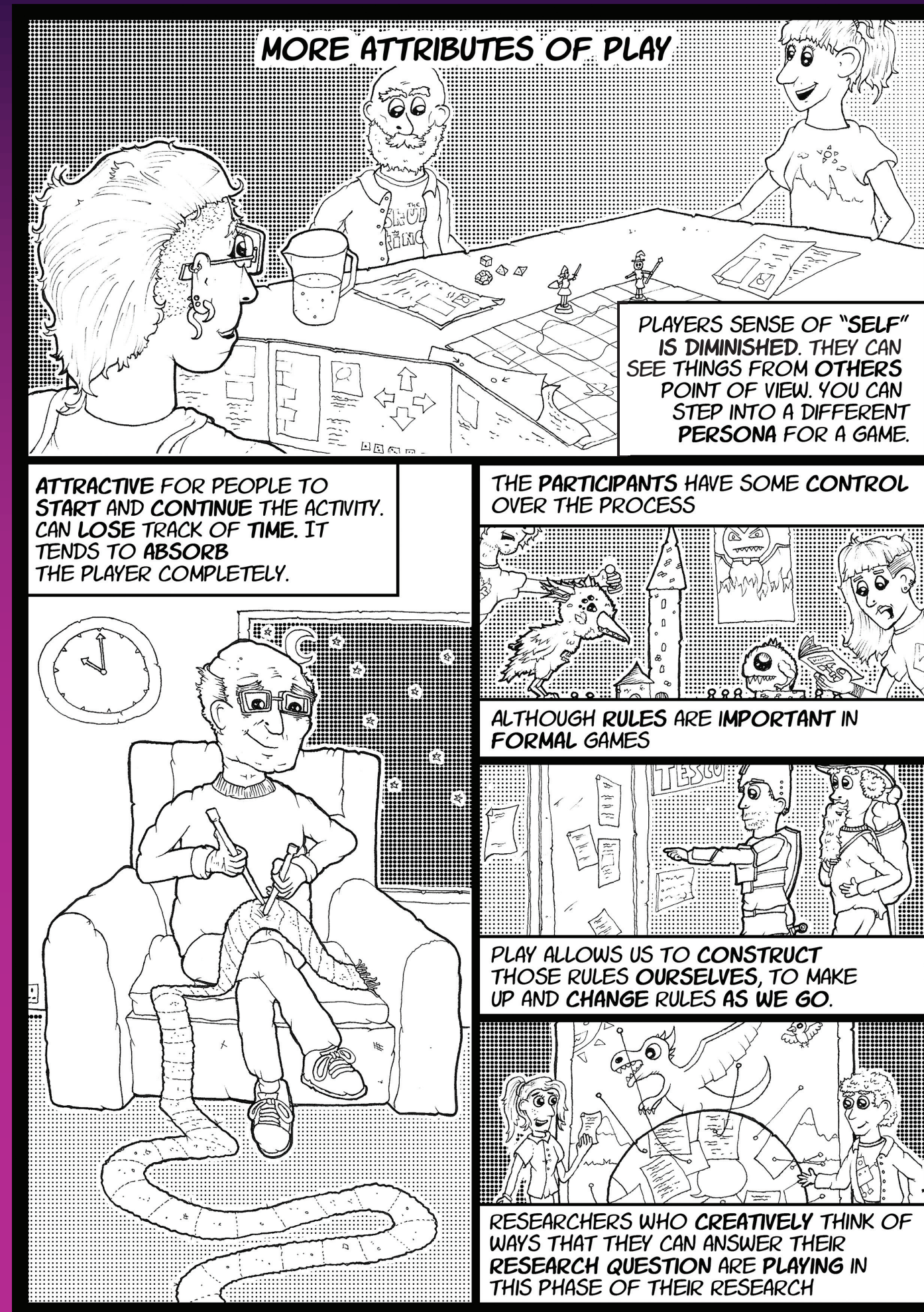
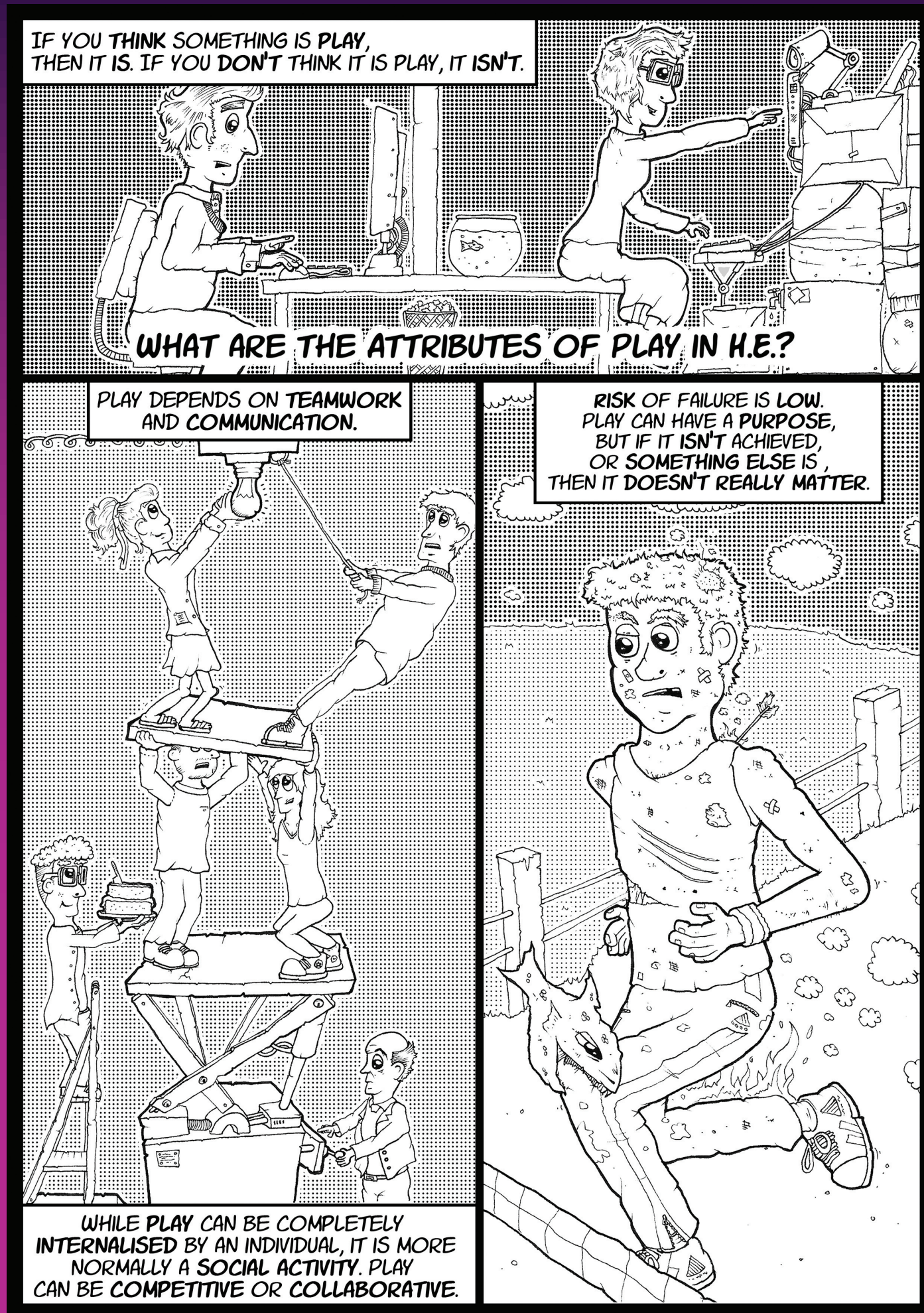
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PLAYING IS FOR GROWN UPS

WE NEED 'PERMISSION TO PLAY'

Libraries can enable this through:

- Playful spaces, that allow people to interact with others and their environment in 'playful' ways.
- Playful teaching, using creativity and games.

PLAYFUL LIBRARY SPACES COULD BE:

Feedback walls, technology petting zoos, collaborative learning spaces, game zones, anywhere that allows people to touch, interact and collaborate, especially in ways that seems as much about fun as 'study'.

SOME INFORMATION LITERACY GAMES:

Seek!



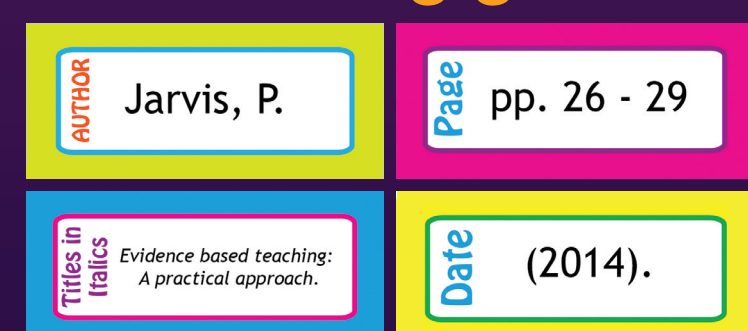
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Sources



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Referencing games



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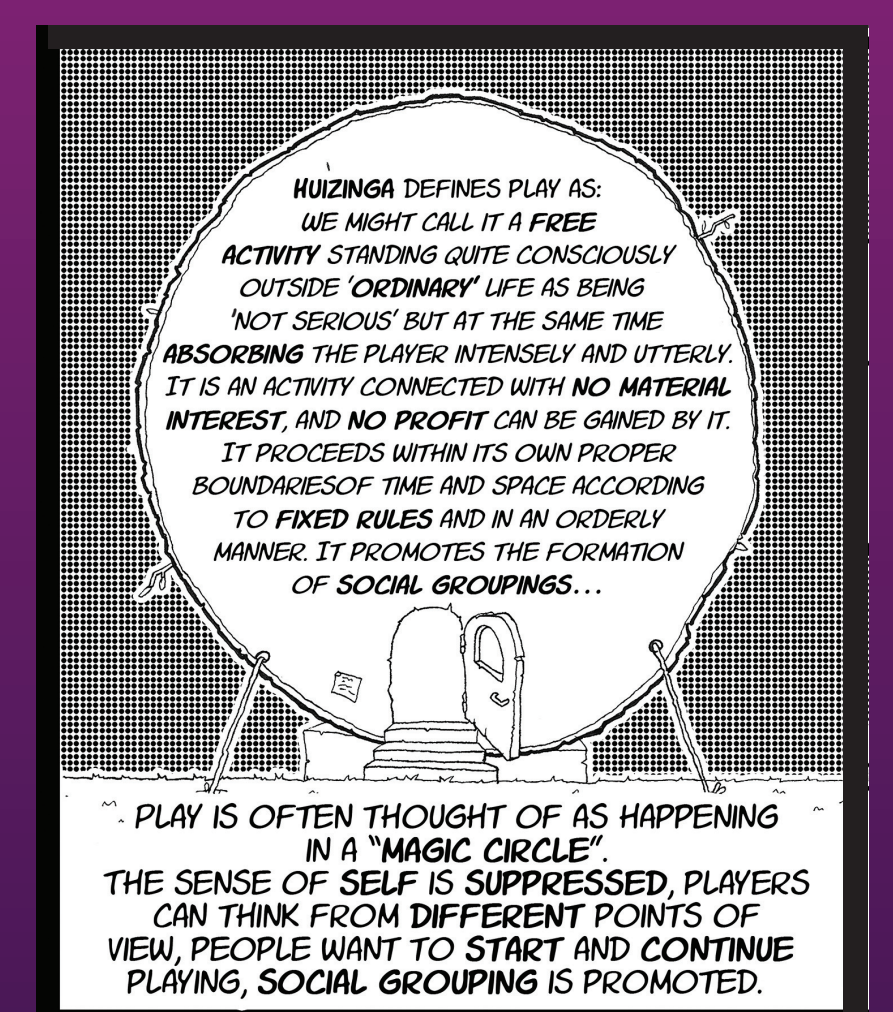
Escape Room activities



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PLAYFUL TEACHING CAN BE:

Using learning games, cutting and pasting, being creative. Anything that makes it 'safe' for learners to express ideas, be critical, practice skills and generally taking advantage of the 'magic circle' of play.



PLAYFUL INFORMATION LITERACY IS:

Exploring new information, putting information into context, synthesising new knowledge, developing research conversations, being flexible and creative, taking advantage of information when they discover it, and generally feeling 'safe' to move across thresholds of understanding.

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